(shown in **FIG. 7**) and if more than three symbols "SAR-DINE" totally appear (are totally stopped and displayed), the game state in the bonus game can be again shifted to the bonus game. Therefore, the player can obtain a lot of credits in many cases.

[0161]   Next, the main process program done in the slot machine **1** will be described with reference to **FIG. 36**. **FIG. 36** is a flowchart of the main process program. In **FIG. 36**, at first, in step (abbreviated as "S" hereinafter) **11**, a start acceptance process shown in **FIG. 37** is done. This process is a process for accepting the switch signal output from the 1-BET switch **57**, the 2-BET switch **58**, the 3-BET switch **59**, the 5-BET switch **60**, the 8-BET switch **61**, the 1-L1NE switch **62**, the 2-LINES switch **63**, the 5-LINES switch **64**, the 20-LIENS switch **65**, the 25-LINES switch **66**, based on operation of the BET 1 PER L1NE button **33**, the BET 2 PER LINES button **34**, the BET 3 PER LINES button **35**, the BET 5 PER LINES **36**, the BET 8 PER LINES button **37**, the RED PLAY 1 L1NE button **39**, the PLAY 2 LINES button **40**, the PLAY 5 LINES button **41**, the PLAY 20 LINES button **42** or the BLACK PLAY 25 LINES button **43**. When the switch signal output from each switch is accepted, the game is started.

[0162]   And in S12, a lottery process shown in **FIG. 16** mentioned later is done based on the switch signal output from the 1-L1NE switch **62**, the 2-LINES switch **63**, the 5-LINES switch **64**, the 20-LINES switch **65**, the 25-LINES switch **66**.

[0163]   Here, if the bonus game is won, a repeat number of the bonus game is determined. In this case, for example, such repeat number is selected among 10~25 games by a lottery.

[0164]   Next, in S13, a base game process shown in **FIG. 17** mentioned later is done. Thereafter, procedure shifts to S14 and it is determined whether or not the bonus game is won. Concretely, in the lottery process in S12, if more than three symbols "SARDINE" totally appear (are stopped and displayed) on the variable display portions **21** to **25** with no relation to the activated pay lines, the bonus game is won (S14: YES). Thereby, procedure shifts to S15 and the main process program is terminated after the bonus game process shown in **FIG. 40** mentioned later is done. On the other hand, in the lottery process of S12, if more than three symbols "SARDINE" does not totally appear (are not stopped and displayed) on the variable display portions **21** to **25** with no relation to the activated pay lines, the bonus game is not won (S14: NO), thereby the main process program is terminated.

[0165]   Next, the start acceptance process program conducted in the slot machine **1** will be described with reference to **FIG. 37**. **FIG. 37** is a flowchart of the start acceptance process program. In S11 of the main process program shown in **FIG. 36**, the start acceptance process is conducted. Here, to conduct this process, at first, procedure shifts to S21 of **FIG. 37** and it is determined whether or not a predetermined time (for example, 15 seconds) is elapsed. Here, if it is determined that the predetermined time is not elapsed (S21: NO), procedure shifts to S23, and on the other hand, if it is determined that the predetermined time is elapsed (S21: YES), demonstration effect is done on the upper liquid crystal display **3** or the lower liquid crystal display **4** in S22, thereafter procedure shifts to S23. And in S23, it is deter-

mined whether or not operation of the RED PLAY 1 L1NE button **39**, the PLAY 2 LINES button **40**, the PLAY 5 LINES button **41**, the PLAY 20 LINES button **42** or the BLACK PLAY 25 LINES button **43** is done. Here, if it is determined that operation of the RED PLAY 1 L1NE button **39** and the like is not done (S23: NO), procedure returns to S21 and the above procedures are repeated. On the other hand, if it is determined that operation of the RED PLAY 1 L1NE button **39** and the like is done (S23: YES), procedure returns to the main process program of **FIG. 36** and shifts to the lottery process in S12 even while the demonstration effect is done.

[0166]   Here, in the determination process in S23, such determination in S23 may be conducted based on the other input signals other than the above operation signals.

[0167]   Next, the lottery process program done in the slot machine **1** will be described with reference to **FIG. 38**. **FIG. 38** is a flowchart of the lottery process program. In S12 of the main process program shown in **FIG. 36**, the lottery process is done. To conduct this process, at first, procedure shifts to S31 of **FIG. 38** and a symbol determination process is conducted. Here, the symbols stopped and displayed on the first pay line L1 in the base game are determined every each of the variable display portions **21** to **25**. Concretely, as mentioned above, five random number values are sampled by the random number sampling circuit **56** so as to correspond to each of the variable display portions **21** to **25** and the symbols stopped and displayed are determined through the code Nos. based on the lottery table shown in **FIG. 9**. And if the symbols stopped and displayed on the activated pay line are determined, a determination process of the winning symbol combination is done in S32, thereafter procedure returns to the main process program in **FIG. 36** and shifts to the base game process in S13. Here, concretely speaking, in the determination process of the winning symbol combination, the winning symbol combination and the payout thereof are determined based on the table shown in **FIG. 8** through the code No. obtained in S31, as mentioned.

[0168]   Next, the base game process program done in the slot machine **1** will be described with reference to **FIG. 39**. **FIG. 39** is a flowchart of the base game process program. In S13 of the main process program shown in **FIG. 36**, the base game is conducted. To realized this, at first, in S41 of **FIG. 39**, scroll of each of the symbols is done on the variable display portions **21** to **25** based on the switch signal output from the 1-LINE switch **62**, the 2-LINES switch **63**, the 5-LINES switch **64**, the 20-LINES switch **65** or the 25-LINES switch **66**, the switch signal being accepted in S11 of **FIG. 36**.

[0169]   And in S42, scroll of each of the symbols on the variable display portions **21** to **25** is stopped.

[0170]   Further, in S43, according to the symbol combination corresponding to the winning symbol combination stopped and displayed on the variable display portions **21** to **25**, the credit corresponding to the payout determined on the basis of the table shown in **FIG. 8** is paid out. Here, after process in S43 is done, procedure shifts to the main process program shown in **FIG. 36** and shifts to the determination process in S14.

[0171]   Next, the bonus game process program done in the slot machine **1** will be described with reference to **FIG. 39**. **FIG. 39** is a flowchart of the bonus game process program.